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**(54) RECOGNIZING DEVICE  
OF SHAPE DEFECT**

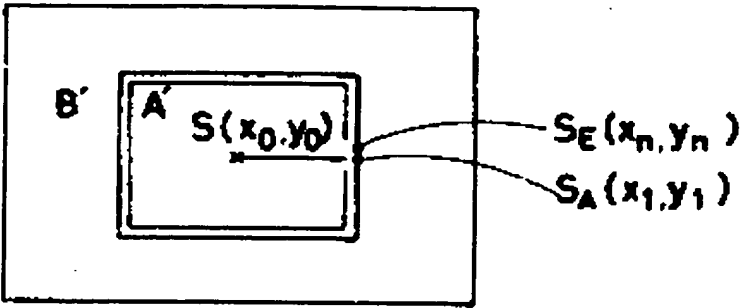
(57) Abstract:

**PURPOSE:** To make the recognition of a shape defect easy by only detecting the angular change of tangent of a border line.

**CONSTITUTION:** The border line is traced from a point SA(x1, y1) while viewing an object on the right. x-direction and y-direction addresses x1, y1 Wxn, yn of individual border points on the border line are stored successively in a scratch memory. When tracing of the border line is terminated, addresses of the border line are stored in the scratch memory. A difference  $\Delta\theta$  of an angle  $\theta$  of the border line vector is calculated on a basis of an address  $xN+C$ ,  $yN+2C$  stored in the (N+C)th address of the scratch memory and an address  $xN+2C$ ,  $yN+2C$  stored in the (N+2C)th address. It is checked whether a peak value of the difference  $\Delta\theta$  is a prescribed value or larger or not and whether the position indicating the

peak value is adequate or not to  
evaluate degrees of right angles of  
four corners of a rectangle.

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$x_1$	$y_1$
$\}$	$\}$
$x_n$	$y_n$
$\}$	$\}$
$x_{n+1}$	$y_{n+1}$
$\}$	$\}$
$x_{n+2}$	$y_{n+2}$
$\}$	$\}$
$x_n$	$y_n$

